

The 64 Emulator 2

Update Notes

THE CHURCH OF THE FUTURE

Introduction

Thank you for purchasing version 2 of **The 64 Emulator**. We hope that you find the new features useful. Please let us know if you have suggestions for further updates to the program.

Commodore 64 Printer Drivers

The 64 Emulator 2 now allows you to use your Commodore 64 printer directly from Amiga software rather than only during 64 emulation.

Before using your 64 printer, you must connect it to the parallel port with ReadySoft's Serial Interface cable. Once the printer is connected, you must then run **Use64Printer** (a small program supplied on **The 64 Emulator 2** disk) that will redirect printer output to your Commodore 64 serial printer. You must also select an appropriate printer file using Preferences (see your Amiga manual for more information on Preferences).

Once you have loaded your workbench disk, copy the file called **Use64Printer** from **The 64 Emulator 2** disk to your workbench disk. This can be done either with the Workbench by dragging the **Use64Printer** icon to a new disk, or from the CLI by using the COPY command (don't forget to copy the .INFO file as well.) Now modify your startup-sequence (see **The 64 Emulator** Users Guide for more details) to include the line:

Use64Printer

Now when you boot your workbench disk, the printer output will automatically be redirected to your Commodore 64 serial printer. Note that you must select that you are using a parallel printer in Preferences.

If you do not want to install this program on your workbench disk, you can simply click on the **Use64Printer** icon to run the program. If you reboot or turn off your system, you will have to run **Use64Printer** again to access your 64 printer.

Since many of the Commodore 64 printers are not supported by the Amiga printer drivers supplied by Commodore, ReadySoft has created a number of printer drivers specifically for some of the more popular Commodore 64 printers. The printer drivers are in the **Devs:Printers** directory on **The 64 Emulator 2** program disk and should be copied into the **Devs:Printers** directory on your workbench disk. Once this has been done, you should run the preferences program and select the appropriate printer driver. Third-party printer interfaces that attach between ReadySoft's Serial Interface cable and your Commodore 64 printer should be set to transparent mode and an appropriate Amiga printer driver selected, or set the interface to emulation and select the 1525 printer driver.

If there is no printer driver for your printer, then try printers that are similar to it. If no printer driver seems to work, use the 1525 printer driver (this printer has few text enhancements but should at least give you text output).

If **Use64Printer** has been run and you would like to switch back to parallel printer output, you can click on the **64PrinterOFF** icon on **The 64 Emulator 2** disk. Once turned off, use the **64PrinterON** icon to reenable the 64 serial printer.

To dump graphics onto your Commodore 64 printer, you must have the following set in Preferences' Graphic Select section:

- BLACK and WHITE images (Not Grey-Scale or Color)
- Aspect to HORIZONTAL (LO-RES screens can be printed in Vertical).
- Threshold set to 8.
- NEGATIVE (If you have a dark background).

Certain printers do not support the Amiga's international character set. ReadySoft has added 96 characters to the supplied printer drivers to allow some printers to access these additional characters. Any printer that supports the Commodore 1525 codes for bit-mapped graphics will have the new characters installed.

Not all printer drivers support all of the enhancements available on Amiga wordprocessors. ReadySoft has attempted to provide you with as many features as possible but with certain printers some features may not be accessible due the printer's hardware limitations (some printers don't even support underlining). Text enhancements (such as Near-Letter-Quality or Italics) are not available for the international characters with the ReadySoft printer drivers.

ReadySoft's printer drivers will work with 1.2 and 1.3 Kickstart and Workbench.

Transfer Software

The 64 Emulator 2 includes enhanced transfer software that runs from Amiga mode rather than during 64 emulation. Please ignore the documentation in the Users Guide for the previously provided transfer program. To start using the Transfer software, either load Workbench, then insert **The 64 Emulator 2** disk and double-click the **Transfer** icon, or type **Transfer** from the CLI.

Once the Transfer software has been loaded, you must select the source ("from") drive and destination ("to") drive. To do this, move the mouse to the current drive setting and press the left mouse button repeatedly until the desired drive number is displayed. Repeat the same procedure for the destination drive.

You must now select the drive type. If C64 is selected as the drive name, you may select the device number of your Commodore 64 disk drive (the default is 8). If an Amiga drive is selected you may either select: Amiga Standard (the

default) or 1541 Emulation (see Users Guide). If the drive type selected is a 3 1/2" disk, 1581 disks can be read. If the drive type is a 5 1/4" drive (A1020) drive, 1541 disks can be read. Only the SOURCE disk can read 1581 disks on an A1010 or 1541 disks on an A1020 -- the DESTINATION disk cannot write to either of these formats.

Once the drives have been selected, click on "Display Directory" to see the files that currently exist on the disk. You may select the files to copy by clicking on the file names or click on ALL to copy the entire disk. Use the slider gadgets beside the directory to view the files that may not be displayed on the screen.

If you are transferring data (and not programs) between the 64 and the Amiga, you may wish to translate the character codes from Commodore 64 codes to true ASCII (this is most useful when transferring database and word processing files). Your 64 data must be in Commodore 64 codes before transferring. If you are using a word processor such as PaperClip, create a Commodore 64 codes sequential file before transferring. If you are using a database such as Superbase, export your files before transferring. To convert a file, click again on the program name in the directory and "C64->ASC" will appear. To convert from ASCII to Commodore 64, click a third time and "ASC->C64" appears. Clicking a fourth time will deselect the file, and the cycle repeats.

Once the files have been selected, click on "File Copy" to begin the transfer. Any file names that contain slashes will have the slash changed to a dash because slashes cannot be used in Amiga file names. The transfer software will not format the destination disk; you must format it before loading the transfer software.

To make an exact copy of a non-protected Commodore 64 disk, you may use the "Emulation Copy" option. Each track and sector will be copied into a 1541 Emulation file on the Amiga disk (see page 7 of the Users Guide for more details about 1541 Emulation).

Configuration Editor Changes

There have been a number of changes to the configuration editor:

1541 and 1581 disks

You may now read 1541 disks with an Amiga 1020 (5 1/4") drive and 1581 disks with an Amiga 1010 (3 1/2") drive. To do this, you must first select the drive (DF0: - DF3:) in the configuration editor then set the drive type to "1541 on A1020" or "1581 on A1010".

Both of these types are read-only so if you want to modify anything on these disks, first transfer them to Amiga disks. **The 64 Emulator 2** does not support relative files with 1581 format. If you are using an A1020 (usually DF2:), you should not MOUNT it before using it. Note that it is normal for the A1020 drive light to flash when it is accessing a 1541 disk.

Multiple 1541 Emulation Files

Another addition to the drive handling is the ability to have more than one 1541 Emulation file on an Amiga 3 1/2" disk. You may select the first character of the file name of the emulation disk (A-Z) by clicking on the letter beside the drive type when "1541 Emulation" is selected.

BASIC 4.0

You can now use the enhanced disk drive commands available in BASIC 4. These include:

CATALOG - list all files on a disk

DIRECTORY - same as catalog

DLOAD - load from disk drive: DLOAD"file name"

DSAVE - save to disk: DSAVE"file name"

COPY - copy file on disk: COPY"file name"TO"new file name"

CONCAT - join two files: CONCAT"file name1"TO"file name2"

RENAME - rename a file: RENAME"file name"TO"new file name"

DOPEN - open a file number x: DOPEN#x,"file name"

DCLOSE - close file number x: DCLOSE#x

APPEND - open a file for write to end of file: APPEND#x,"file name"

RECORD - position to record y in relative file x: RECORD#x,y

MONITOR - enter machine language monitor (X to exit back to BASIC)

If the BASIC 4 selection in the configuration editor is changed, **The 64 Emulator 2** will reset BASIC when you exit from the configuration editor. BASIC 4 runs slower than BASIC 2.

Freeze

A new Freeze option allows you to save the 64 program that is currently running onto an Amiga disk for later use. To use this option, first load the program you wish to freeze then set the configuration editor to "SAVE" and select a freeze letter (A-Z). Exit from the configuration back to the running program and then press <CONTROL> <RIGHT ALT> <HELP> simultaneously. The program will be frozen to the disk in DF0:. When you want to continue using the program, set the configuration editor to "LOAD" and select the appropriate letter. Reset BASIC (<CONTROL> <LEFT ALT> <HELP>) then press <CONTROL> <RIGHT ALT> <HELP> and the program will be reloaded and continue executing where it left off. This feature is most useful in transferring protected software to Amiga disks.

Raster Interrupts

Raster interrupt handling is now user-selectable. You can select all raster interrupts or only half of the raster interrupts to be run. This option will help increase the speed of some games.

Line Feeds

If your printer requires line feeds, you may now select a line feed to be sent whenever a 64 program sends a carriage return. Set the option to "OFF" if you are printing graphics or you may cause some of your graphics to be printed garbled.

Sprites

Some sprites that disappeared when raster interrupts were running with version 1 will now appear (an example are the sprites in the game Hard Ball).

68010/68020

The 64 Emulator 2 is now compatible with all 68010 upgrades to the Amiga. It also runs with 68020 upgrades, such as the CSA piggyback board, but will not run if you have 32 bit memory added onto your system. There is no significant speed increase by using the different processors.

Fast-Loaders

A few of the new fast-loaders that are supported with **The 64 Emulator 2** are:

Some **Accolade** games (Card Sharks for example),

PaperClip III - To load PaperClip III, first transfer the program from 5 1/4" format to an Amiga disk then load the program from there.

A2000 Keyboard Fix

There is a flaw in some of the new Amiga 2000 machines produced for a short period of time. If you don't press any keys before **The 64 Emulator 2**'s title page appears, then it would not recognize ANY keys at all. To get around this, you can press any key followed by delete when booting **The 64 Emulator 2**.

THE CHURCH OF THE FUTURE

THE 64 EMULATOR

for the AMIGA

Serial# MA010545

Ver# 2.0



ReadySoft Inc.

ReadySoft Inc.

P.O. Box 1222

Lewiston, NY 14092

Copyright 1987 ReadySoft Inc. Product of Canada.



ReadySoft Inc.

P.O. Box 1222
Lewiston, N.Y.
14092

(416) 731-4175

Date of order September 1, 1988		Terms Paid by Check		Prov. Lic. No.		Order No. Invoice# 003726			
Sales person		Shipped by 1st Class Mail		Ship Date		Invoice Date		Customer No.	
Quantity	Stock No.	Description				Unit price	Amount		
1	MA010545	The 64 Emulator 2				10.00	10.00		
Thank you for your order.						Sub total		10.00	
						Shipping & Handling		3.00	
						Sales Tax			
						Total (US\$)		13.00	
						Payment received		13.00	
All sales final						Balance owing		0.00	